



# Digital Technologies Overview

To develop the skills, knowledge and attitudes to be digitally capable

*Our Children at the Appropriate Level will...*

## Designing and developing Digital Outcomes

| NZ Curriculum Level | Progress Outcome | What learning might look like in our learning spaces   | Current resources to support learning |
|---------------------|------------------|--|---------------------------------------|
| Level 1<br>Level 2  | 1                | Students will: <ul style="list-style-type: none"> <li>Identify digital devices and what they can be used for</li> <li>Identify inputs and outputs</li> <li>Know what some applications do e.g Face Time</li> </ul> |                                       |
| Level 3<br>Level 4  | 2                | Students will: <ul style="list-style-type: none"> <li>Know what parts do, and how and why</li> <li>Experiment with different software and types of device</li> </ul>   |                                       |
| Level 5             | 3                | Students will: <ul style="list-style-type: none"> <li>Work through the design process to develop a solution to an issue</li> <li>Use software and digital content to create an outcome</li> </ul>                  |                                       |

## Computational Thinking for Digital Technologies

| NZ Curriculum Level | Progress Outcome | What it might look like in our learning spaces   | Current resources to support learning |
|---------------------|------------------|--|---------------------------------------|
| Level 1<br>Level 2  | 1                | Students will: <ul style="list-style-type: none"> <li>Give verbal instructions to a partner to move from one side of the room to the other</li> <li>Give verbal instructions for moving an object on a mat, on the floor, to a specific destination.</li> <li>Use some non-computerised activities</li> <li>Start to develop “debugging” – knowing that these are mistakes in their instructions.</li> <li></li> </ul> | Art products                          |

|         |   |   |  |
|---------|---|---|--|
| Level 3 | 2 | Students will: <ul style="list-style-type: none"> <li>• Begin to understand the term “algorithm”</li> <li>• Use programming systems that use coding blocks</li> <li>• Understand “debugging” and making their coding more efficient</li> </ul>  |  |
| Level 4 | 3 | Students will: <ul style="list-style-type: none"> <li>• Share their understanding of the difference between algorithms and programs</li> <li>• Begin to explore binary digits</li> <li>• Make their coding more efficient using loops and sequences</li> <li>• Explore and use animation</li> </ul>   |  |
| Level 5 | 4 | Students will: <ul style="list-style-type: none"> <li>• Develop efficient programming using sequencing, selection and iteration</li> <li>• Explain inputs and outputs</li> <li>• Explain debugging and why or what happened</li> <li>• Know computers search and sort data – uses variable like timers</li> <li>• Know binary system</li> </ul> |  |

*Our Bench marks will be...*

